

AMENDMENTS TO THE CLAIMS

This listing will replace all prior versions, and listings, of claims, in the application:

Listing of claims:

What is claimed is:

1. (currently amended) A game device, particularly aimed at seeking the equilibrium of a body, comprising

 a stationary base (7)[[.]];

 a support body (2)[[.]];

 backing means (6) for supporting said support body (2) on said base (7), allowing free swinging or tilting thereof[[.]];

 a plurality of seats (4) associated to said support body (2)[[.]];

 a plurality of pieces (5) of predetermined weights, ~~which may shaped to~~ be removably inserted in said seats (4) and in such positions as to hold said support body (2) in a static equilibrium position (P)[[.]];

 control means (8) ~~which structured to~~ selectively interact with said support body (2), ~~said control means to hold it holding said support body~~ at least temporarily in said equilibrium position (P) upon insertion of said pieces (5), ~~both/either~~ said control means being positioned to perform one or more of the functions of limiting to limit its the inclination of said support body relative to said base (7), thereby preventing said pieces (5) from coming out and falling from said seats (4), and of checking whether and/or to check if the equilibrium position (P) has been reached, said control means (8) further including positioning and abutment surfaces which may be moved between body positions of engagement and disengagement of said support body (2) for interaction therewith,

~~characterised in that~~ wherein said positioning and abutment surfaces comprise ~~the free top ends~~ the proximal end (18) of each of at least three rods (17), said at least three rods (17)

having angularly staggered ~~bottom-distal~~ ends which are fitted on a movable sleeve (19).

2. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said free top ends (18) are shaped in such a manner as to engage the bottom surface (16) of said board (T), when said sleeve (19) is partly raised.

3. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said sleeve (19) is rotatably and slideably mounted on a load bearing column (9), which is integral with said base (7).

4. (currently amended) Game device as claimed in claim 3, ~~characterized in that~~wherein both said load bearing column (9) and said sleeve (19) have respective inclined edges (20, 21), which are inclined with respect to the horizontal and define cam means in mutual interaction upon rotation of said sleeve (19) relative to said column (9).

5. (currently amended) Game device as claimed in claim 4, ~~characterized in that~~wherein said sleeve (19) has a substantially radial operating rod (22) which may be driven by a player to rotate said sleeve (19) about the axis (V) of said load bearing column (9), so as to cause the interaction between said cam means (20, 21) and the resulting axial displacement of said sleeve (19), and to move the free ends (18) of said rods (17) between said positions of engagement and disengagement.

6. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said body (2) is a substantially flat board (T) having a top surface (3), a bottom surface (16) and an axis (V) substantially perpendicular to said surfaces (3, 16) and passing through its center of gravity (G).

7. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said backing means (6) include a point support member (12, 23) which defines a point for omnidirectional tilt or rotation of said body (2) about a point that substantially coincides with its center of gravity (G).

8. (currently amended) Game device as claimed in claim 7, ~~characterized in that~~wherein said point support member (12) is placed on the top of a load bearing column (9).

9. (currently amended) Game device as claimed in ~~claims 6 and~~claim 8, ~~characterized in that~~wherein said point support member (12) is a ball (12) or a conical or

frustoconical end of said support column (9), which may be engaged in a concave seat, formed on the bottom surface (16) of said board (T) in the vicinity of its center of gravity (G).

10. (currently amended) (currently amended) Game device as claimed in claim 7, ~~characterized in that~~wherein said point support member (12) comprises at least one substantially vertical flexible hanging member (23).

11. (currently amended) (currently amended) Game device as claimed in claim 10, ~~characterized in that~~wherein said single flexible hanging member (23) has a bottom end (24) anchored to said board (T) at the center of gravity (G) thereof and the other end (25) anchored to a support frame (26) that is integral with said base (7).

12. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said backing means (6) include a linear support member (27, 28; 23', 23'', 23''') which defines a swinging axis for said body (2) substantially passing through its center of gravity (G).

13. (currently amended) Game device as claimed in ~~claims 4 and~~claim 12, ~~characterized in that~~wherein said at least one linear support member comprises two pivots (27, 28) anchored to said board (T) along an axis (H) that passes through the center of gravity (G) of the latter, said pivots (27, 28) being pivotally supported in corresponding holes (29, 30) of a support frame (26) which is integral with said base (7).

14. (currently amended) Game device as claimed in claim 12, ~~characterized in that~~wherein said point support member (6) comprises a plurality of substantially vertical flexible hanging members (23', 23'', 23'''), having equal lengths and respective bottom ends (24', 24'', 24''') anchored to said board (T) and respective top ends (25', 25'', 25''') anchored to said support frame (26) that is integral with said base (7).

15. (currently amended) Game device as claimed in claim 14, ~~characterized in that~~wherein the bottom ends (25', 25'', 25''') of said plurality of flexible hanging members (23', 23'', 23''') are aligned along a transverse axis containing the center of gravity (G) of said board (2).

16. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said pieces (5) have substantially the same volume and appropriately different

weights, according to a predetermined algorithm.

17. (currently amended) A game device as claimed in claim 16, ~~characterized in that~~wherein said algorithm is expressed by a formula such as $P_n = P_1 + P_2 + \dots P_{n-1}$.

18. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said pieces (5) have different colors depending on their weights, to facilitate memorization thereof by the players.

19. (currently amended) Game device as claimed in claim 1, ~~characterized in that~~wherein said pieces (5) are substantially spherical bodies, that are filled with heavy materials to change their overall weight.

20. (currently amended) Game device as claimed in ~~any preceding claim, characterized in that~~claim 1, wherein its parts are made from materials selected from the group consisting of plastic materials, PVC or polyurethane, wood, plexiglas, and metals such as aluminum or steel or alloys thereof.